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**Succeeding together - fostering a love of learning, within a nurturing Christian community, to bring out ‘the best in everyone’.**

**Computing Long Term Overview**

| Class | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| --- | --- | --- | --- | --- | --- | --- |
| EYFS | Being Safe online | Being Safe online | BeeBots | BeeBots | Photographs | Photographs |
| Year 1 | [Computing systems and networks – Technology around us](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us) | [Creating media – Digital painting](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting) | [Programming A – Moving a robot](https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot) | [Data and information – Grouping data](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-grouping-data) | [Creating media – Digital writing](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing) | [Programming B - Programming animations](https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation) |
| Year 2 | [Computing systems and networks – IT around us](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us) | [Creating media – Digital photography](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography) | [Programming A – Robot algorithms](https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms) | [Data and information – Pictograms](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms) | [Creating media - Digital music](https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music) | [Programming B - Programming quizzes](https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes) |
| Year 3 | [Computing systems and networks – Connecting computers](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers) | [Creating media - Stop-frame animation](https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation) | [Programming A - Sequencing sounds](https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music) | [Data and information – Branching databases](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases) | [Creating media – Desktop publishing](https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing) | [Programming B - Events and actions in programs](https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions) |
| Year 4 | [Computing systems and networks – The Internet](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet) | [Creating media - Audio production](https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing) | [Programming A – Repetition in shapes](https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes) | [Data and information – Data logging](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging) | [Creating media – Photo editing](https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing) | [Programming B – Repetition in games](https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games) |
| Year 5 | [Computing systems and networks - Systems and searching](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information) | [Creating media - Video production](https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing) | [Programming A – Selection in physical computing](https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing) | [Data and information – Flat-file databases](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases) | [Creating media – Introduction to vector graphics](https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing) | [Programming B – Selection in quizzes](https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes) |
| Year 6 | [Computing systems and networks - Communication and collaboration](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication) | [Creating media – Web page creation](https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation) | [Programming A – Variables in games](https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games) | [Data and information - Introduction to Spreadsheets](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets) | [Creating media – 3D Modelling](https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling) | [Programming B - Sensing movement](https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing) |